

## WAVE RACE 64 Operation Card

For detailed information on game operation, please read the accompanying Instruction Booklet.

Nintendo



## START

## Pause

Use it when you retire  
or re-start.

## Z Button



## Throttle

This functions  
the same as  
the A Button

## R Button

Press the R Button, to  
slide on the water's  
surface

## C Buttons

Change  
Camera  
Angle

Change the position of the  
camera photographing the  
game scene



Zoom in and out



Change the camera angle to  
the left or right as the rider  
turns - Press again to  
return to the original  
position.

## B Button

Dampen  
The Waves

Press the B Button as you ski over  
a wave and you can soften the  
bouncing of your JET SKI  
watercraft.

## A Button

## Throttle

To do a *Rocket Start*, press the A  
Button as the start signal light  
turns green. Time it correctly and  
the engine's power level will  
increase (Level Up) to Max Power.

## Control Stick

## Handling

When turning, you will turn sharper if  
you do not release the accelerator.

The farther off center that you tilt the Control  
Stick, the sharper your turn will be.

Shift Center  
Of Gravity

Lean forward or backward  
in order to balance your  
JET SKI watercraft



## Quick Turn

Tilt the Control Stick  $\nabla$ , as  
you turn to do a tight, quick  
turn - perfecting this  
technique is very important





**Acrobatic maneuvers will earn points in the Stunt Mode.**  
(Make the Control Stick movements quickly.)

## Flip

(Vertical spin in the air)



In the air, push the Control Stick **▲**

While on the ramp, push the Control Stick **▼**



When you are in landing position, release the Control Stick



## Clockwise Barrel Roll

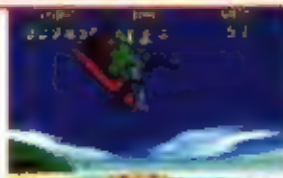
(Horizontal spin in the air)



While on the ramp, push the Control Stick **◀**



In the air, push the Control Stick **▶**



When you are in landing position, release the Control Stick



## Counter-Clockwise Barrel Roll

(Horizontal spin in the air)



While on the ramp, push the Control Stick **▶**



In the air, push the Control Stick **◀**



When you are in landing position, release the Control Stick



## Hand-stand

(Handstand Ride)



Momentarily release the throttle



Push the Control Stick **▼**



Then push **A** and hold



Continue to hold the Control Stick **▼** while you steer and press the **A** Button to accelerate

## Backward

(Ride Backwards)



Momentarily release the throttle



Rotate the Control Stick once counter-clockwise



Then push **▼** and hold



Continue to hold the Control Stick **▼** while you steer and press the **A** Button to accelerate

## Stand

(Ride standing up)



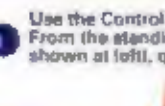
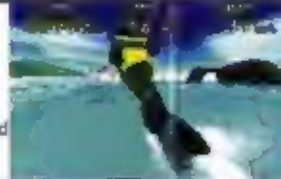
Momentarily release the throttle



Rotate the Control Stick once counter-clockwise



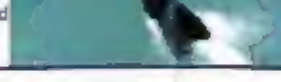
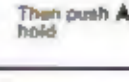
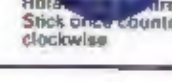
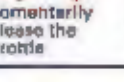
Then push **A** and hold



Use the Control Stick to steer. From the standing position (as shown at left), quickly press **▼**

## Somersault

(Do a Somersault)

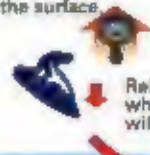


Use the Control Stick to steer. From the standing position (as shown at left), quickly press **▼**

# Acrobatic Operation

## Submarine (Dive Underwater)

When you jump, quickly shift the center of gravity from back to front. When you land, you will dive under the surface.



Release the Control Stick while underwater and you will rise to the surface.

Use the Submarine technique to short cut the course in Time Trials mode, or go through a submerged ring in Stunt Mode.

## Jump High



Shift your center of gravity backwards—You will jump higher and land farther

## Jump Low



Shift your center of gravity forward—You will jump lower and land closer